

Duffy *D* Austin

UX/UI Designer | Game Designer | Focused on usability testing & rapid prototyping

<http://www.duffyaustin.com>

<https://www.linkedin.com/in/chrisduffyaustrin>

Rockville, MD
301-642-6010
causti3@gmail.com

I'm a UX/UI designer with a background in game design and an interest in what guides user choices. My experience creating games through user interviews, rapid prototyping and usability testing taught me how to design effective systems that communicate intentions to the user. I've carried these lessons with me into my designs as I bring users on journeys that are both intuitive and fun.

EXPERIENCE

UX Designer – Civic Tech DC, Washington, DC

August 2024 – Present

- **Designs wireframes, mockups and functional prototypes in Figma** for user testing.
- **Collaborates with experts of diverse specialties (data scientists, developers) to review designs, get feedback, and apply changes** that can improve products.
- **Develops user personas, user flows, and presents qualitative and quantitative data to stakeholders and developers** to explain design solutions and how they fulfill users' needs.
- **Creates research plans and interviews** reporters and political researchers from across the globe.
- **Takes user-centered approach** to empathize with users and design a tool to identify coordinated inauthentic behavior online.
- **Leads team of designers** to refine product interface and build website.

Game Designer – Skrapped Games, LLC, Remote

March 2012 – Present

- **Works with stakeholders and developers to design systems** that meet user needs while within technical limitations.
- **Rapidly create paper and Figma prototypes** for multiple systems based on various forms of qualitative and quantitative research, **often over the course of 24 hours**.
- **Released print-and-play game** that received over **500 downloads in first six months**.
- **Published case study** on emotional experience design from games and how that applies to UX.

Figma Designer – The Caraballo Group, Remote

October 2024 – Present

- **Updates Figma design system** assets for clients.

Editor, Publications Manager & Technology Expert –

Capital Association Management, Washington, DC

November 2018 – March 2024

- **Managed the project for an online accreditation process** during the COVID-19 pandemic over the course of a month by integrating virtual webinars and automatic certificate distribution. This certified over 1,000 members and increased association membership by nearly 5%.
- **Developed online association guideline hosting platform, including instructions** for how to access and navigate document.
- **Performed A/B testing** on marketing emails to improve open and click-through rate by 10%.
- **Designed over 800 graphics and videos** for marketing campaigns, updating the visual design and user interface for the company, following brand guidelines while updating it for current tastes.

Web Designer – MilSpec Medical, Remote

March 2022 – April 2022

- **Redesigned client website** through heuristics evaluations, creating a new sitemap and **prototype** of the new design, and putting the stakeholder in touch with a developer to implement the changes.

Editor – Infused Solutions at Uniformed Services University of the Health Sciences, Bethesda, MD

November 2014 – March 2015 / March 2016 – November 2018

- **Edited publications** and ensured they **complied** with accessibility standards established in **Section 508 of the Rehabilitation Act of 1973**.

EDUCATION

Towson University, Towson, MD – Bachelor of Science (Double Major)

May 2012

Digital Art & Design, Journalism & New Media

General Assembly, Remote – User Experience Design Bootcamp

March 2024 – June 2024

Full-time immersive student in User Experience Design program that included **over 480 hours of professional training over twelve weeks**. Utilized a [hands-on approach](#) to [practice user-centered design](#) methods, design thinking skills, [team collaboration](#), and client relations.

SKILLS

Design:

- UX/UI Design
- UX Content Design
- Product Design
- Mobile Design
- User-Centered Design
- User Research/Testing/Interviews
- Usability Testing
- Sketches and Mockups
- User Personas
- User Flows
- Process Mapping
- Figma
- Adobe Creative Cloud (Including Adobe XD)
- HTML/CSS
- Section 508 of the Rehabilitation Act of 1973 (Accessibility Considerations)

Software Development:

- Collaboration with Developers
- Task-Tracking Software
- Optimizing Graphics for Mobile and Desktop
- Wireframes
- Storyboards
- GitHub
- Copywriting